

INSTRUCTION BOOKLET

SHIFTERS™



Combat Takes A
New Form

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

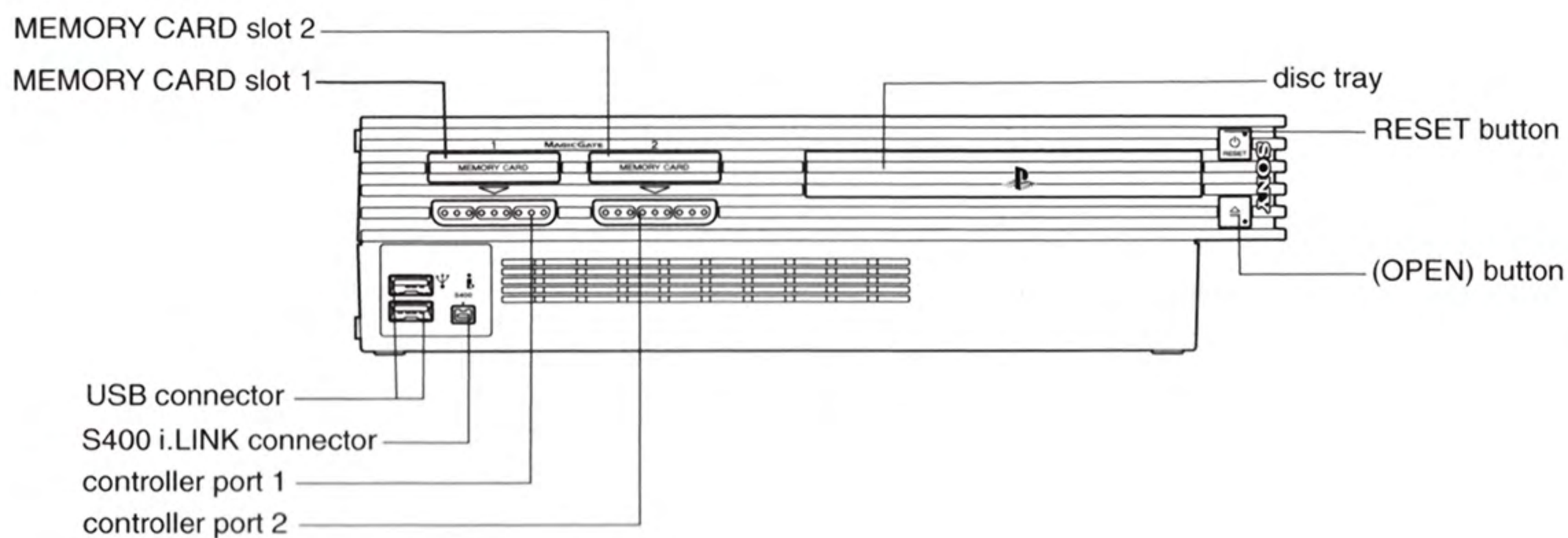
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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SHIFTERS™

STARTUP INFORMATION

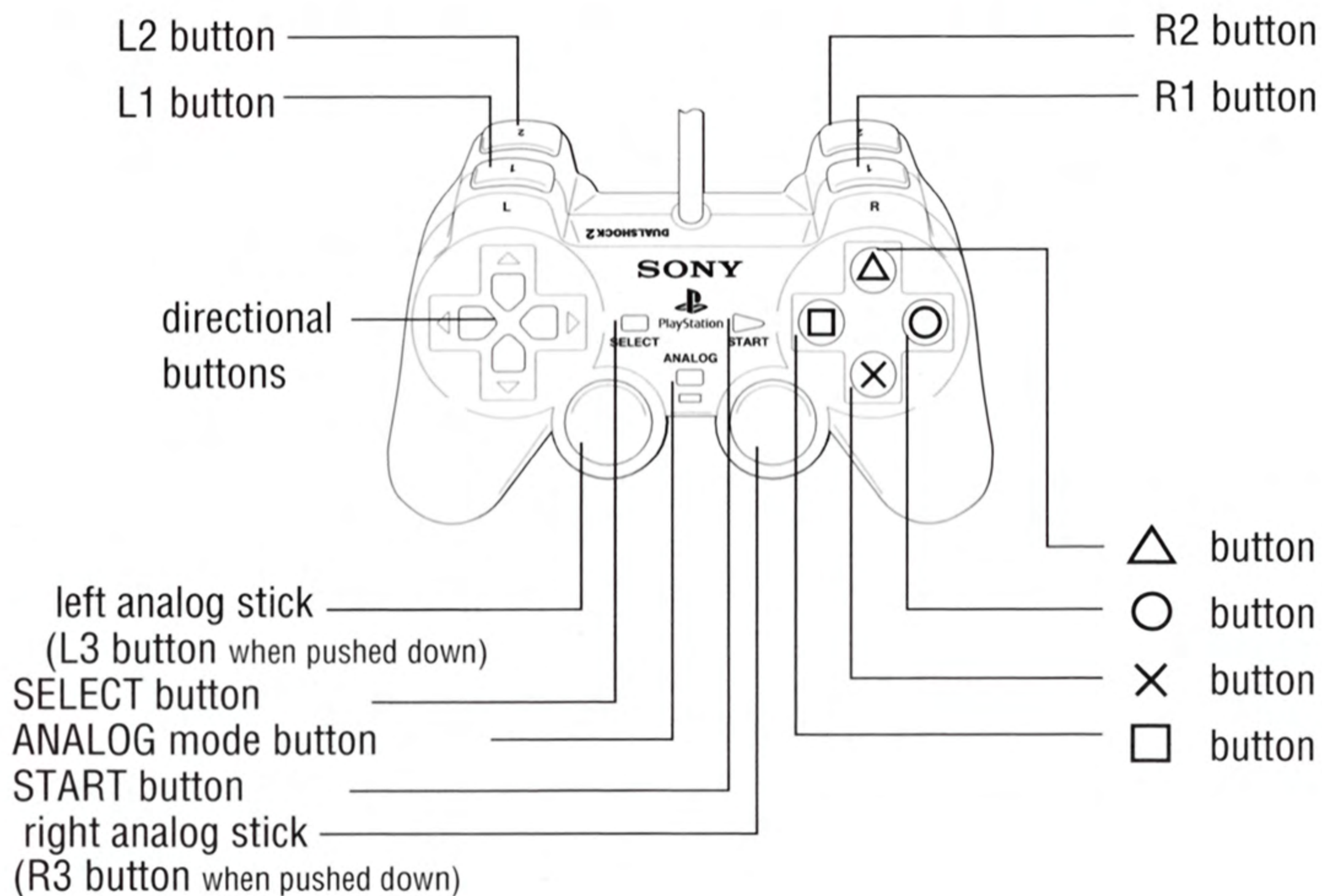


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SHIFTERS™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 500KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (8MB) (for PlayStation®2) once the power has been turned on. You may need to press the reset button once to get the game to load.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STORY

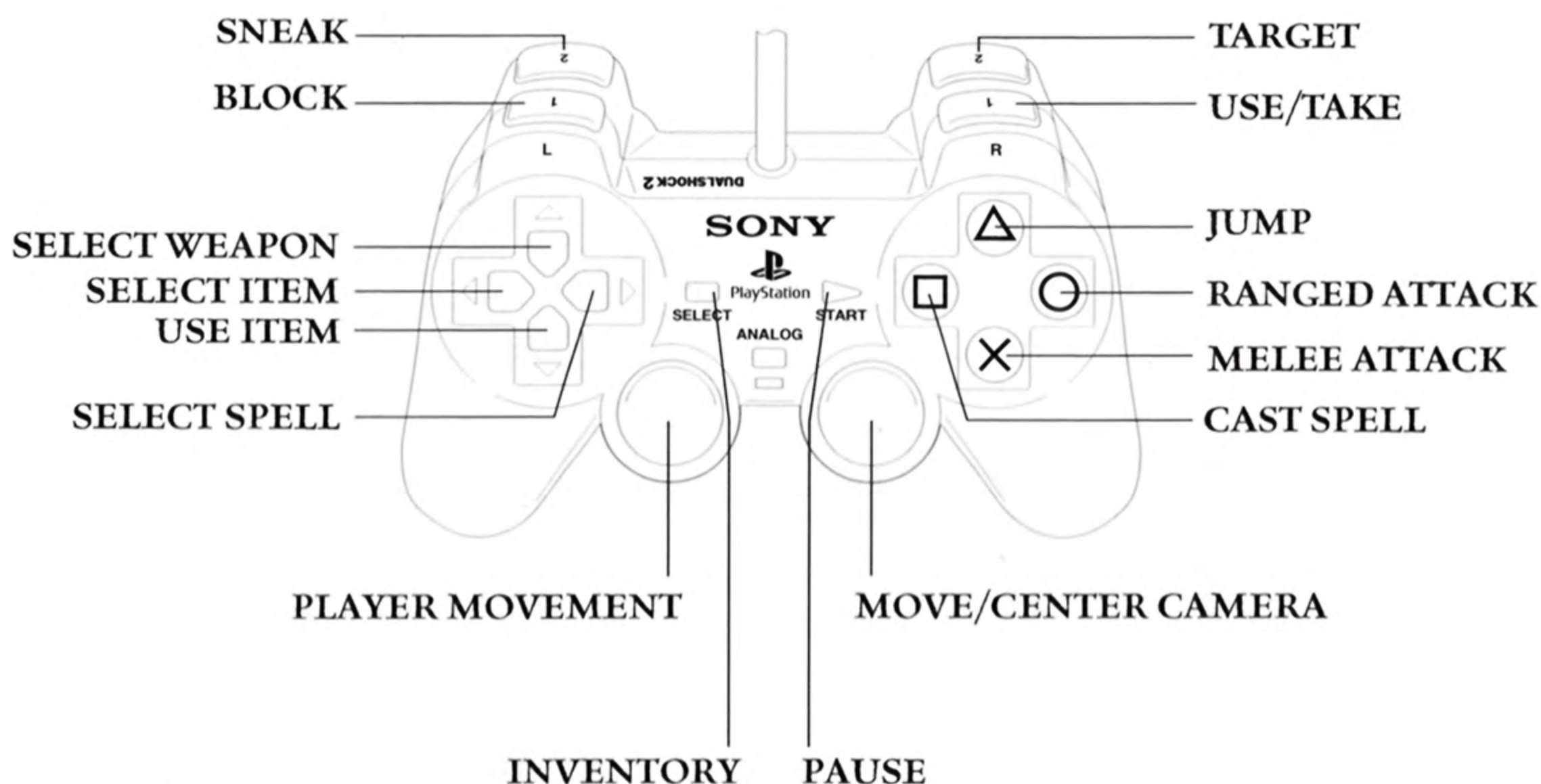
Just beyond your own peaceful world is a universe ruled by chaos and unimaginable evil. The fabric of both universes has always kept your world safely protected from its reach...until now. An enemy of the kingdom has stumbled across a dangerous and ancient artifact. The artifact's power to unlock a gateway between your world and chaos has been unleashed. A great paradox has begun.

Now, your world has begun to change. Bizarre deadly creatures of metal and flesh roam the lands, their origin a complete mystery to those who can survive their attacks. Odd contraptions and structures of steel and steam have begun to replace once quaint medieval villages. The order of the very universe is shifting... and somehow, you know there is a connection between these bizarre changes and your own newfound power to shapeshift.

Chaos has begun to ravage the kingdom, and the very magic which preserved the order of existence is fading. It's up to you to find the artifact and face the madman before the magic that holds the universe together is lost forever.

Battle all-new enemies, travel to new worlds, and develop your strengths. Only you can reverse the paradox and prevent the total destruction of both worlds!

Quick Start



CONTROLS

The following controls are the primary default controller setting.

Move and Turn

Use the left analog stick for movement.

Actions

□ button

Cast a Spell

△ button

Jump

○ button

Ranged Attack

× button

Melee Attack

L1 button

Block

L2 button

Sneak

R1 button

Use/Take

R2 button

Target Foe

R3 button

Center Camera

Look Around

Look Around

Press any direction on the right analog stick.

Move/Center Camera

Press down on right analog stick (**R3** button) to center camera.

Interacting with the World/Pick Up an Item

Approach the item to highlight it, then press the **R1** button to pick it up and add it your inventory. In the case of armor, shields and weapons, they will be automatically equipped.

Opening Chests and Doors

Face the chest or door to highlight it, and press the **R1** button to have Alleron open it.

Interacting with People

To interact with people or creatures, face them and press the **R1** button. Press the **X** button to skip a conversation.

Destroying Objects

Use either spells or weapons to destroy objects in the game that can be damaged by a direct attack.

Encountering Traps

Be careful, your journey is dangerous and likely wrought with traps. These are sometimes difficult to see. They are known to throw fireballs or lightning, causing significant harm...you've been warned!

HEADS UP DISPLAY



Health Bar

To refresh the Health Bar, collect and drink Healing Potions. You also permanently increase the maximum possible health in the Health Bar each time you gain a level.

Health slowly regenerates on the "easy" difficulty setting.

Using Potions

To use a potion:

- Press the **R1** button to pick it up.
- Select the potion in your Inventory or the Items Hot Menu.
- Center the potion in the screen until it is highlighted.
- Press the **↓** directional button to drink the potion.

When you have full health, drinking Healing Potions will have no effect.

Mana Bar

Mana is the magical energy that powers all spells and allows shapeshifting. Different spells consume different amounts of Mana, so be careful what spells you cast and how often you cast them. To refresh the Mana Bar, collect and drink Mana Potions. You also permanently increase the maximum possible Mana in the Mana Bar as your mind score goes up.

MENUS

HOT MENUS

There are 3 Hot Menus in the game. They provide the ability to quickly switch Items, Spells and Weapons.

Items

1. Press and hold the ◀ directional button to pause the game and display items.
2. Use the right analog stick to cycle through the items. The last item left in the display circle becomes the currently active item.

Spells

Follow the steps above, but press the ▶ directional button.

Weapons

Follow the steps above, but press the ▲ directional button. Weapons are centered at the top of the screen.

Current Item

You can hold objects like potions to "ready" them for use. In the case of keys, stand next to the object to be opened, and press either the **R1** button or the ▼ directional button.

1. Access the item in the Inventory Screen, or press the ◀ directional button until the Items Hot Menu appears.
2. Press and hold the ◀ directional button as you use the right analog stick to page through items until the item you want is selected.
3. Once the item is selected, release the ◀ directional button.
4. Press the ▼ directional button to use the item.

Current Spell

Press the ▶ directional button. The current spell is indicated in the small circular icon near the Mana Bar.

1. To ready a new spell, press and hold the ▶ directional button.
2. While holding down the ▶ directional button, cycle through the spells with the right analog stick, until the spell you want to use is selected.
3. Release the ▶ directional button.
4. Press the ◻ button to cast the spell.

Note: You must have enough Mana to cast the spell.

PAUSE MENU



Press the START button to pause the game and enter the Pause Menu.

Inventory

Open the Inventory screen.

Abilities

Distribute earned Ability Points to increase the Spirit, Mind and Body statistics.

Forms

Distribute earned Form Points, gain form promotions, and make sub-form selections for third tier sub-forms.

Quests

See your current and completed quests.

Map

View a general map of the area that you are traveling in.

Save

Save up to four games on your memory card (8MB)(for PlayStation®2). See Saving and Loading.

Load

Load a saved game. See Saving and Loading.

Quit

Exit the game.

Controls

Enter the Controller Menu.

Settings

Modify game settings.

INVENTORY SCREEN

To access the Inventory screen, press the SELECT button, or choose Inventory from the Pause Menu. The figure of Alleron's body in the lower center of the screen is a visual representation of the Armor, Shield, and Weapon that he is currently using.



INVENTORY

Change Equipment

1. Use the $\uparrow/\downarrow$ directional buttons to cycle other inventory items into the Selector Ring.
2. When the desired item is selected, it is equipped.
3. Press the $\leftarrow/\rightarrow$ directional buttons to cycle through the equipment. Each item's statistics will fluctuate the bar on the left or right, up or down to indicate its effectiveness.
4. Press the $\triangle$ button to accept changes.

Equip an Item

1. Move the item type into the Selector Ring using the $\uparrow/\downarrow$ directional buttons.
2. The item in the ring is the selected item.
3. Using the $\leftarrow/\rightarrow$ directional buttons selects a new item of that type.
5. Press the $\triangle$ button to back out of a selection.

POWERING UP

All creatures have the same set of base stats, but only Alleron can gain Experience Points, Form Points, Ability Points and levels.



PRIMARY STATS

Mind

Mind is the basis for intelligence, reasoning and curiosity.

Secondary stat: Spell Points

Body

Body is the basis for physical endurance and stamina.

Secondary stat: Hit Points

Spirit

Spirit is a measurement of an entity's current magical power.

When you cast a spell, your Spirit determines how powerful the spell's duration, damage and range are. The actual values differ from spell to spell.

SECONDARY STATS

Spell Points (SP)

Spell Points are a measurement of spell-casting energy. Each spell you cast subtracts some Mana from your total Spell Points, but they will regenerate slowly over time. Your maximum Spell Points total is derived from your Mind stat.

Hit Points (HP)

Hit Points are a measurement of health. When you take damage, that amount is subtracted from your total Hit Points. If your Hit Points reach "0", you die. Your maximum Hit Points are derived from your Body stat. (In Easy mode, Hit Points regenerate slowly over time.)

EXPERIENCE AND LEVELS

EXPERIENCE POINTS (XP)

Collect Experience Points by doing the following: defeating enemies, finishing quests, exploring non-critical areas, and completing tasks to receive rewards.

LEVELING UP

When you've accumulated enough Experience Points, you gain a level. Advancing a level has a few automatic benefits: you receive 5 Ability Points, 1 Form Point, and an immediate improvement in your character's offensive score.

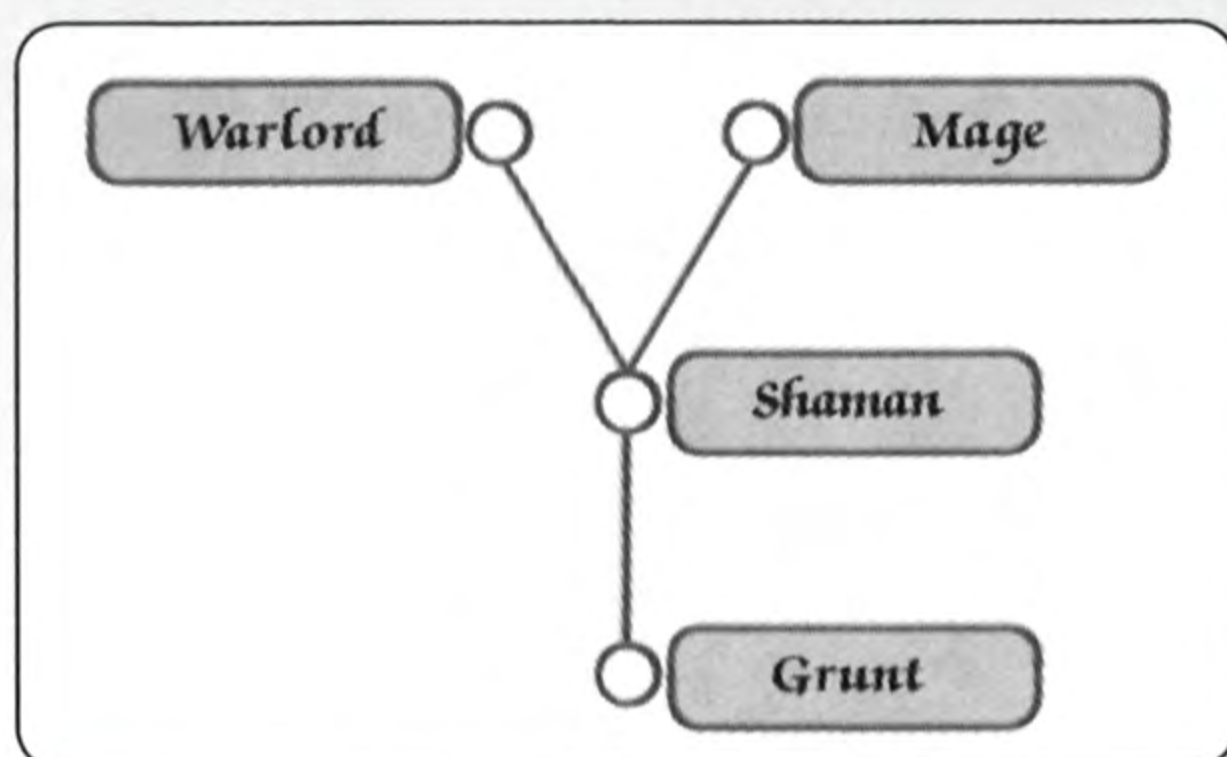
ABILITY POINTS (AP)

Ability Points (AP) are awarded each time you gain a level. Use these points to increase your Mind, Body, and Spirit statistics.

1. Open the Ability Points distribution menu through the Pause Menu.
2. The left bar indicates remaining Ability Points, and the right bar indicates the amount of Experience Points needed to reach the next level. Use the three columns from left to right to put points into the Mind, Body and Spirit columns.
3. Distribute the points by pressing the  button, and press the  button to back out of the screen.

SHIFTING FORMS

There are six forms in the game, and four sub-forms for each form. Throughout the course of a game, you must make choices. The diagrams below show first the forms that Alleron can choose from, and second the sub-forms that can be selected during promotions.



SUB-FORM PROMOTION

You begin in the lowest sub-form, a Grunt. However, as you earn Form Points, you can allocate them directly to a specific form and be promoted to the next level of sub-forms (Shaman).

When you have spent enough Form Points to be promoted to the final sub-form, you must choose between the final two sub-forms. In general, one is biased toward physical combat (Warlord), while the other is disciplined with magic or another form of combat (Mage). You will retain any spells granted by the earlier sub-forms.

For example, you begin your Bestials form as the Iron-hoof Warrior (Grunt). After enough Form Points are allocated to the Bestials forms, you are promoted to the Spirit Claw sub-form (Shaman). When you've collected enough Form Points to be promoted again, you must decide whether to become the Silver Raptor (Mage) or the Tusklord (Warlord). Either way, this is the last promotion for this form, and although more Form points can be dumped into these sub-forms, all other promotions will have to be in other forms, such as the Genies or Kreegan.

Note that when spending Form Points, sub-forms gain enhancements to their weapons about midway into their next promotion. That means that promotion points can be spent for either the Mage or Warlord sub-forms to enhance them even though they do not promote further.

FORM-BASED STATS

Speed

Your Speed stat indicates how fast you are able to move. Equipped items modify your speed (walking, running, sneaking, etc.).

Offense

The Offense stat represents physical strength and power, and affects the amount of damage you are able to inflict in physical combat.

Defense

In human form, your base Defense stat is determined by the armor you are wearing. All other forms have a static predetermined base Defense.



DESCRIPTIONS



Bestials (Form)

Description: Bestials are humanoids with distinct animal characteristics. Their demeanor is ferocious and they often use predatory attack patterns. Evidence suggests that the Bestials may not be a naturally occurring race, but rather humans who have been twisted from their original form by dark magics.

Special Advantage: The spell "Lloyd's Sanctuary" instantly teleports the caster back to the nearest town.



Iron-hoof Warrior (Grunt)

Spell:
None



Spirit Claw (Shaman)

Spell:
Channel Protection



Silver Raptor (Mage)

Spell:
Channel Runes



Tusklord (Warlord)

Spell:
None



Deadspawn (Form)

Description: Deadspawn are long-dead servants of Phath-Ral whose kind have inhabited the Sanctuary of Phath-Ral for many centuries. Something has stirred the Deadspawn from their long slumber, and they have recently become very active in the forgotten Tomb.

Special Advantage: Immunity to Poisons.



Dune Creeper (Grunt)

Spell:
None



Crypt Revenant (Shaman)

Spell:
Absorption



Mors Mortis (Mage)

Spell:
Raise Dead



Bone Guardian (Warlord)

Spell:
Invisibility



Kreegan (Form)

Description: Some believe that the Kreegan are the original demons, spawned directly from Hell; others insist that they're a bizarre, heartless race of beings from an entirely alien dimension. All, however, agree that tales of these horrible, elder things are more than enough to scare children into completing their chores on time.

Special Advantage: View Past This spell allows the caster to view and interact with certain objects and items from the past.



Kesyx Gnasher (Grunt)

Spell:
None



Nythral Floater (Shaman)

Spells:
Bend Time
Minor Healing



Locthall Horror (Mage)

Spells:
Bend Time
Summon Kreegan



Gazzrixx Slayer (Warlord)

Spells:
Bend Time
Silence



Genies (Form)

Description: The Genies are beings of pure magic. They normally have a peaceful, symbiotic relationship with the human citizens of Muq'Abar. Recently, however, a rogue band of Genies has been inciting violence and raising tension between the two races.

Special Advantage: Genies can cast the "Gaseous Form" spell at will, allowing them to move through most bars and grates as if they weren't there.



Djinni (Grunt)

Spell:
None



Efreet (Shaman)

Spells:
Minor Healing
Imprison (May only be used as Efreet)



Djinn Sultan (Mage)

Spell:
Fascination



Marid (Warlord)

Spell:
Roaming Eye



Hybrids (Form)

Description: Failed experiments of the Sky City's overlord, the Automata Hybrids now lurk in the sewers and recesses of the Old Town. Mechanically augmented, they are quite strong, but the process has left them twisted and deranged. The Hybrids present a real threat to the other dwellers in the Sky City.

Special Advantage: Extraordinary Jump Capability.



Iron Shod Walker (Grunt)

Spell:
None



Lurker (Shaman)

Spells:
Minor Healing
Major Healing



Clockwork Mage (Mage)

Spell:
Mind Drain



Clockwork Tyrant (Warlord)

Spell:
Haste



Automata (Form)

Description: The Automata, or Mechanical Men, were created by the same unseen forces who twisted Bylandria by mutating its history. It's believed that in this insidious alternate timeline, humans were fitted with magical technologies in order to control them; these experiments resulted in the Hybrids. These Hybrids proved impossible to control, though, and the Automata were created for the dual purposes of replacing the Hybrids and defending New Bylandria from Hybrid attacks.

Special Advantage: Wireworks access. Wireworks is an electrical infrastructure built into New Bylandria, which allows the Automata to instantly teleport themselves from one Wireworks "port" to another.



Iron Servant (Grunt)

Spell:
None



Steam Guardian (Shaman)

Spell:
Remote Scramble



Steam Titan (Mage)

Spells:
Seismic Variation
Remote Scramble



Blade Weaver (Warlord)

Spells:
Active Defense System
Remote Scramble



Form Distribution Screen

The Form Distribution screen illustrates each available form and sub-form, how far you've been promoted in each form, and the offense and defense of a selected form.

In the Form Distribution screen, you can decide which forms you want to advance. Of each form, you can only be one sub-form. For example, once you've gained the Bestials form, you can never be the Spirit Claw and the Silver

Raptor at the same time. Once you've been promoted to another sub-form, that is the sub-form you will shift into.

The currently selected sub-form is displayed in the lower-center of the screen. Its general disposition and unique powers are described within the information box at the top center of the screen.

Allocate Form Points

- 1 Press the ◀/▶ directional buttons to select a form. The vertical bar to the right indicates the amount of Form Points available.
2. Press the X button to assign these points to the currently selected sub-form, or press the A button to back out of this screen.

The two vertical bars on the right of the screen represent your offense and defense respectively. These bars move up and down to show the selected sub-form's power levels.

COMBAT

COMBAT STATISTICS

In both the Inventory and Form Distribution screens are two vertical columns. The column with the sword represents your Offense, and the column with a shield represents your Defense. In combat, Offense is compared to Defense to determine how much damage you'll do. Also, various weapons will hit for different amounts of damage.

ELEMENTS

In Ardon, the elements play a very important role in the way combat works. Any magical thing, from creatures to enchanted weapons and armor, has an associated element.

Elemental Colors

Each creature's elemental type is displayed along with its Offense and Defense stats at the top of its vertical bar in the Inventory and the Form Distribution screens. Creatures have a colored ring around where they stand or hover.

Fire is Red

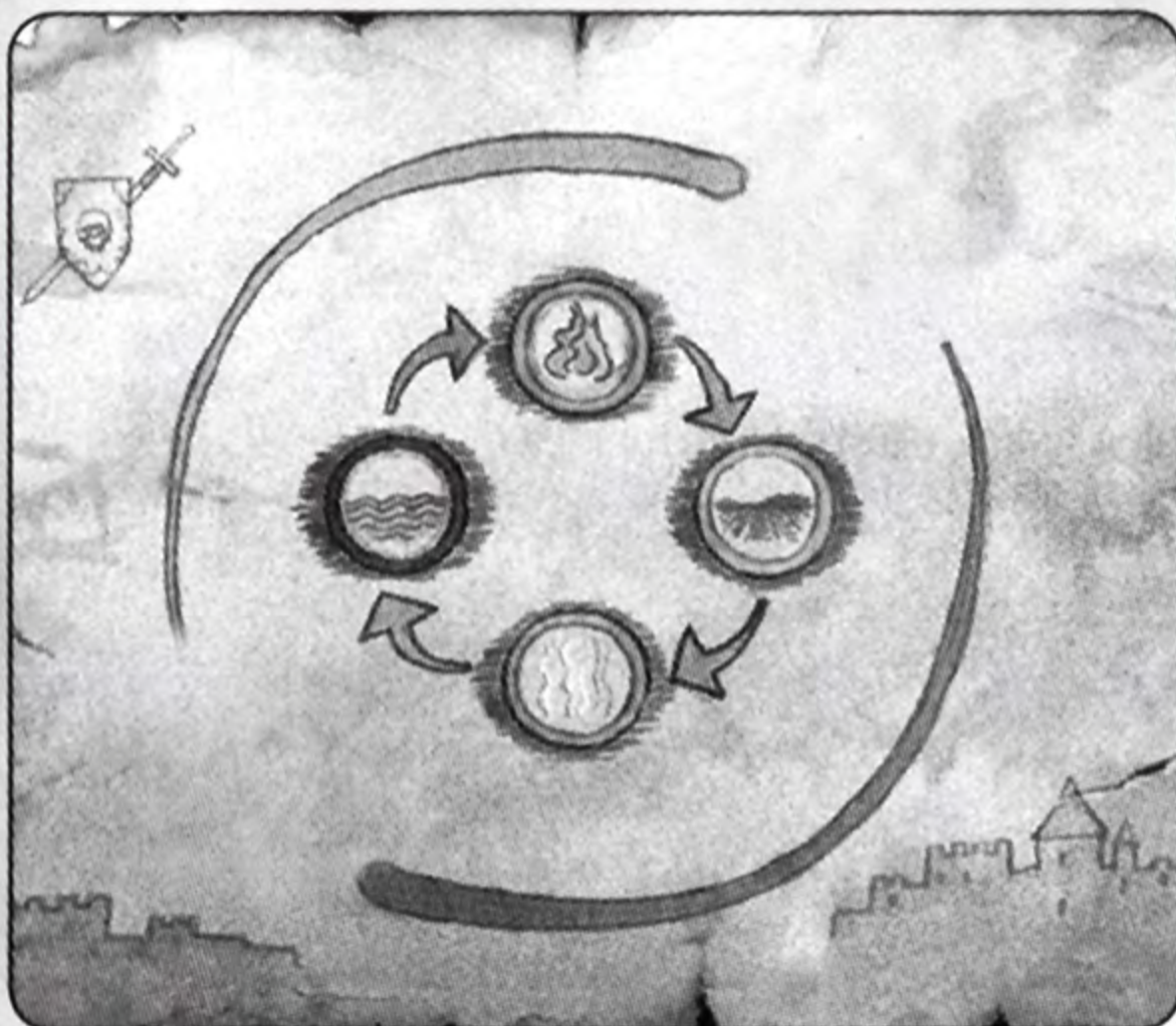
Earth is Green

Air is Light Blue

Water is Dark Blue

Elemental Dynamics

Each element has an "opposed" element that it works particularly well against. Offense attacks whose elements are opposed to their enemy's defensive element will enhance the damage they deliver. Similarly, if your defensive element is opposed to the attacking monster's offense, you won't take as much damage.



Fire beats Earth

Earth beats Air

Air beats Water

Water beats Fire

WEAPONS

To pick up a weapon, stand close to it and press the **R1** button. There are three categories of weapons: One-handed, Two-handed Narrow, and Two-handed Wide.

Quick Selection of Weapons

Press and hold the **↑** directional button until the Hot Menu appears around the current selected weapon. Use the right analog stick to select the weapon in the center menu.

Weapon Examples



Axe of Vim

Axe of the legendary hero Vim, it was quite possibly used to vanquish the mighty Kreegan god, Daglathor.



Sword of the Spider

This sword was made from the airy webs of a giant spider and hardened by the wind of a thousand Griffon wing beats.



Hammer of Mayhem

Chaos fire dances in tune with this mighty Dwarven battle-hammer. Mayhem is what it was created for, and gleefully does this hammer deliver on its name.

Selecting a Target

The first swing of your attack will auto-target the nearest available target. At that point, if it is an enemy, a Health Bar appears above its head. The enemy will remain targeted as long as the enemy remains in front of you. If you don't make any attacks within a short amount of time, the Health Bar fades from over the target's head, and the next nearest creature is auto-targeted when you attack again. To manually switch to a new target, press the **R2** button.

ATTACKING

Basic Attacks

- | | |
|-----------------|--|
| ○ button | Ranged Attack |
| × button | Quick Swing |
| × and ○ buttons | Sacrifice Attack (Costs Mana and Health) |

Linking attacks

If you time your attacks, you can link certain combinations together to effectively reduce the recovery time of the swings. The following combinations have an effect on combat. Those involving a Ranged Attack finish a combo and do more damage.

- | | |
|-----------------|-----------------|
| ×, ○ buttons | ×, × buttons |
| ×, ×, × buttons | ×, ×, ○ buttons |

Defending

You can swing and block, parry or crouch. But any attack done while also defending does no more than standard damage and may not link with further attacks.

- | | |
|-----------|--------------------------------|
| L1 button | Parry |
| L1 button | Block (while holding a shield) |
| L2 button | Sneak |

Sneaking allows Alleron to move about without being noticed, possibly avoiding an unwanted conflict. It generally does not work on monsters that are looking directly at Alleron.

Armor Examples



Armor of Vim

The great hero Vim, who stood before the legions of darkness, fought with the support of light. Archangels crafted his armor from the waters of the heavens and bestowed the armor on him as a gift for his valor.



Kreegan Battle Armor

Crafted in the fires of Volos on the forge of the Dark Spawn, Rvvssxx, Kreegan Battle Armor offers great protection against earth and physical attacks.



Eye of Daglathor

It is purported that this water shield was crafted from the eye of Daglathor himself. Not only does it enhance the wearer's defense against fire, but also adds to his offensive capability.

CASTING SPELLS

Press the  button to cast the currently selected spell. Spells are another very effective way of attacking the enemy. Each time you cast a spell or change form, you use Mana. While your Mana does regenerate over time, the amount you can use all at once is limited. Your current Mana level is shown in the blue Mana bar on the right side of the Status Indicator.

LEARNING SPELLS

When you gain a new sub-form, you may also gain a spell with it. Spells are automatically added to your spell list. As you gain new sub-forms, you don't lose any spells (with the exception of "Imprison"). Some form-based spells may only work while in a certain form, and all spells cost less when cast in the native form.

Quickly Selecting Spells

Hold down the  directional button. A Hot Menu appears around the current selected spell in the upper-right corner of the screen. Use the right analog stick to select the spell.

CROSSBOW

Your specialized hand crossbow is accessed through the spell menu just as spells are. While selected, pressing the  button will fire off crossbow bolts at your enemies.

SPELLS

Spells are listed using the name and a brief description.



Absorption

Steals Health from a target and grants it to the caster.



Active Defense System

If the enemy hits the caster, the enemy takes the same amount of damage it inflicts on the caster.



Bend Time

Slows time for everything except the caster.



Bless (Alleron)

Slightly increases the caster's Defense.



Change Form (Alleron)

Allows the caster to change back and forth between human form and sub-forms.



Channel Protection

Pulses of the combined elements increase protection against the caster's current defensive element.



Channel Runes

This spell places a landmine of magical energy that blasts those in a limited area with elemental force and damage.



Fascination

Befuddles enemies in a radius, causing them to stand dumbfounded.



Gaseous Form

The caster's physical form disappears and is replaced with a misty, gaseous form. In this state, the caster can freely travel through grates and bars.



Haste

This boosts the caster's speed.



Invisibility

The caster becomes invisible, but will still make sound and leave footprints. Spell ends immediately if the caster lands a successful attack on an enemy. This spell is useful for trying to make a sneak attack.



Light

Creates a light source around the caster.



Lloyd's Sanctuary

Casting of this spell transports the caster to the safety of the nearest town.



Major Healing

Restores a large number of caster's Hit Points up to the maximum.



Mind Drain

Drains Spell Points from enemies in its area of effect and transfers a portion to the caster.



Minor Healing

Restores a small number of caster's Hit Points up to the maximum.



Raise Dead

Brings a dead creature back to life, ONCE, and the creature has a limited amount of Hit Points. The raised creature will follow and protect the caster.



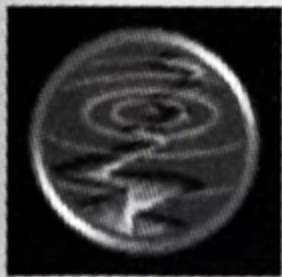
Remote Scramble

Causes an Automaton to fight its allies.



Roaming Eye

Invokes a magical eye that may be used by the caster to view remote locations.



Seismic Variation

Creates a shockwave that damages and knocks back enemies.



Silence

Prevents enemies from sounding alarms, detection via audio, and spell casting. Note that caster is also prevented from casting spells while the Silence spell is active.



Summon Kreegan

Summons a Kreegan Warlord that will follow and fight to the death for the caster.



View Past

This spell allows the caster to view and interact with certain objects and items from the past.

SAVING AND LOADING

You can save your game at any point. If you do not have 500KB free, you will still be able to save a game by overwriting a previously saved Shifters game. Once a game has been overwritten, you cannot return to that saved game anymore.

- Press the START button to enter the Pause Menu.
- Use the directional buttons or left analog stick to highlight the Save Game feature. Press the  button to select it.
- You will be given the option to save to an empty game slot or overwrite an existing saved game.

If you choose to overwrite an existing saved game, you will be asked if you are sure you want to overwrite the saved game. You can overwrite previously saved games as often as you like.



FREE MEMORY TO SAVE

If your memory card (8MB) (for PlayStation®2) does not have at least 500KB of available save space, you will receive a message saying "Not enough free memory to save". You must then either insert a new memory card (8MB) (for PlayStation®2) with at least 500KB of available save space, remove the Shifters game and use the browser to free space on your memory card (8MB) (for PlayStation®2), or decide to play without the option of saving your progress.

LOAD GAME MENU

You will be presented with any saved games you have on your inserted memory card (8MB) (for PlayStation®2). Selecting a specific file and pressing the  button loads that saved game.

LOAD A GAME

Insert your memory card (8MB) (for PlayStation®2) before turning on the PlayStation®2 computer entertainment system.

Select Load Game from the Start Menu or from the Pause Menu. You will be given a selection of previously saved games. Select the one you wish to load. The saved game on the memory card (8MB) (for PlayStation®2) will load, and you'll resume play from that saved game.

Should you be unfortunate enough to lose all your Health Points, you will die. If you choose not to load any previously saved progress or do not have a memory card (8MB) (for PlayStation®2) inserted, you will need to start a new game.

CUSTOMER SUPPORT

WEBSITE

Visit www.3DO.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' websites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our website or send e-mail directly to: customer-support@3DO.com.

AUTOMATED PHONE/FAX

Call (650) 385-3193, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time, or fax us at (650) 385-3181.

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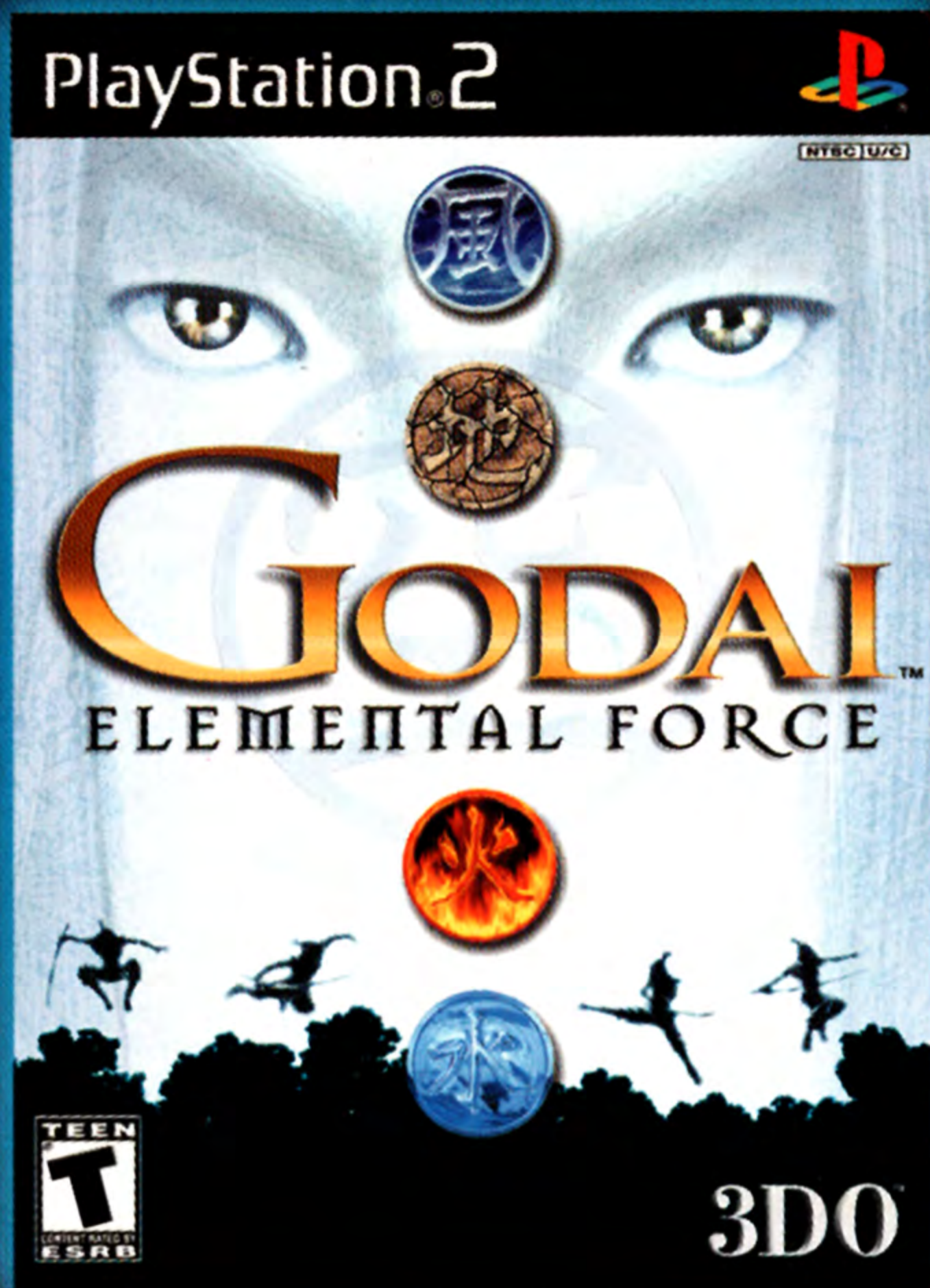
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